

The Rules of Strategy

The game is played between two sides—Redland and Greenland. Each side has:—

- (a) Eight army divisions;
- (b) Six battleships;
- (c) Four aircraft.

The forces are disposed as marked on the board, the navies being on the player's right, or, alternatively, three a side at the player's end of the board. The latter is perhaps the better disposition as it permits an attack from both sides of the island simultaneously.

MOVES—

Army can only move on land;

Navy can only move on sea;

Aircraft can move anywhere on board.

Only one token can be moved at a time, and it must be moved along the lines from circle to circle in any direction (except for the limitations on the moves of naval and army units—see above). Each side moves alternately.

Troops can be transported to the island **one at a time** by aircraft or **any number at a time** by battleship; i.e., by placing the army token on to the aircraft or battleship token in an adjacent circle. This constitutes a move, and is made diagonally one at a time—from adjacent circles only. To disembark troops the procedure is the same—moving one token at a time, and only one token to a circle. Aircraft can disembark troops anywhere on land but cannot re-embark them from the island except, as in the case of the battleship, from a circle on land to an adjacent circle on the sea (i.e., a Port). To do this the aircraft must occupy the port and the troop placed upon it.

Troops may be disembarked and re-embarked anywhere on the island or enemy territory, but **not back in their own territory** once having left it. Troops may be moved from one position to another on the island or enemy territory by air or sea. Forces are captured by one side "jumping" over an enemy force in an adjacent circle, provided the next circle to that in a straight line is vacant (as in Draughts). More than one enemy force can be captured in the one progressive move if the moves are at right angles or in a straight line. Any number of enemy forces may be captured in this one move, bearing in mind that troops must stop their jumping at the sea, and naval units at the land. Aircraft can, if the enemy positions be such, continue jumping until all possibilities for further moves are exhausted. **All these available moves must be made** except in the case of an aircraft and troop together. See later clause re this.

Any army disembarking from a ship may capture an opposing force in a circle adjacent to a "Port" provided, of course, the next circle is vacant. Conversely, an enemy token may be captured and the troop re-embarked in the one move. N.B.—The term "Port" means any circle on the sea adjacent to a circle on land. If a capture is to be made by an aircraft carrying a troop, it may be carried out:—

- (a) **On land** by either the troop alone, "parachute attack" or with the aircraft together; i.e., the troop on top of the aircraft may leave the aircraft and make its own capture, or it can be made by the aircraft and troop as they were.
- (b) **On sea**; it must be made by the aircraft and troop together, as troops cannot move alone on the sea. The captured forces are removed from the board. Troops cannot transfer from one ship to another ship or aircraft, or vice-versa. They must first be landed and then re-embarked.
- (c) A capture must be made by one player at the request of the opponent; i.e., if a trap is set by the player which necessitates the opponent making a capture, the opponent has no alternative but to take the man. The tactical advantage of this rule will become apparent in laying an ambush to trap a superior force or forces for the loss of a lesser force.

Aircraft and troop together.—If a capture must be made by the above forces, it may be made by either the aircraft and troop together or the troop alone, even if the latter, moving alone cannot make as many captures in the one move as with the aircraft together. Either move is at the player's discretion.

Troops on board battleship.—If the battleship is captured, all troops on board are also considered captured.

The game is won by the side whose forces have captured **all the enemy forces capable of occupying the island**; i.e., troops and aircraft. If both sides have lost all their troops and aircraft, the result will be determined by naval battle.

If a player has troops left on his own territory, or has transported them to enemy territory, and lost all means of moving them to the island (i.e., his ships and aircraft), those troops are not considered capable of occupying the island. Should the game reach a point of stalemate, where neither side is capable of defeating the enemy forces on the island, the result is a draw. This, however, very seldom occurs

POINTS TO REMEMBER.

"Strategy" is entirely a game of skill, and to get the most satisfaction from it players must really plan their moves ahead. The tactical object of the game is to steadily reduce your opponent's forces to the point where you have numerical advantage. This is done by sacrificing, say, a troop or a ship to gain more troops or ships or aeroplanes.

The skilful "generalissimo" will soon work out a line of attack and/or defence that will place his opponent in a position where he must lose some forces without an equivalent gain. The disposing of the various units must, therefore, be done with foresight and anticipation of the enemy's strategy. Once the player has had a little experience he will soon recognize elementary set-ups of which he can take a telling advantage. With more experience the skilful player will make perhaps three or four successive sacrifices to force his opponent into certain moves, and on his next move practically wipe out the enemy.

Aircraft.—These are by far the most valuable forces on the board, as they can move anywhere. The beginner will do well to guard them carefully, because, having lost them, he is practically at his opponent's mercy, provided, of course, the opponent has not also lost his!

Battleships.—Although these are not capable of "occupying the island" for a win, they play a most important part in capturing aeroplanes, troop-carrying enemy vessels and "backing up" their own forces.

Troops.—Troops are the next important to aircraft although they to a large extent provide protection for that valuable attacking arm. With all your troops transported safely to the island, do not spread them out all over the board unless your experience and skill at the game demands it. It is far safer to keep them solidly packed as a bulwark against aeroplane attacks that may play havoc with loosely placed troops.

This formation is mostly a defensive one, and in playing a superior opponent it is strongly advised.

The foregoing remarks are, however, not to be taken literally without reservation. They are merely elementary rules which may be broken at any time if the situation justifies it. The summing up of these situations is where skill and anticipation are needed.

Further information gladly supplied by the Producers in Australasia.

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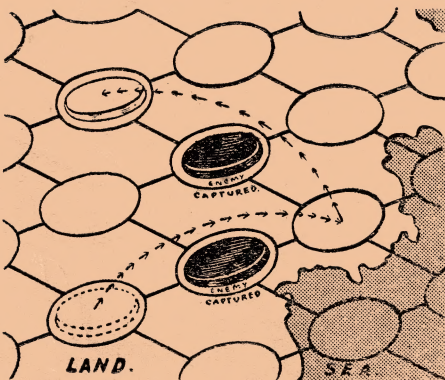


ILLUSTRATION 1.

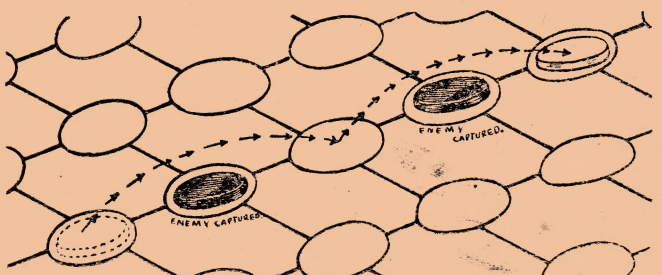


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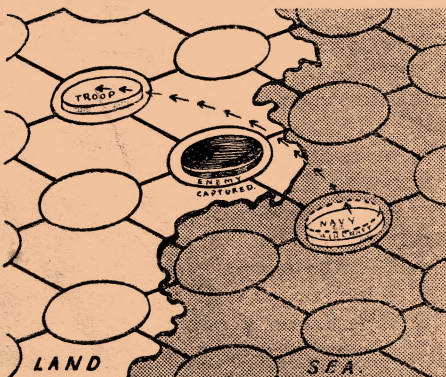


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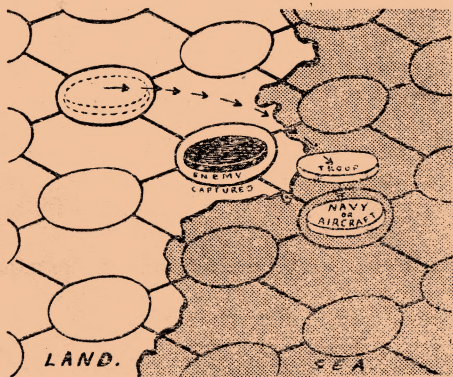


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